Watch for the best arcade titles from the best new name in home entertainment software.

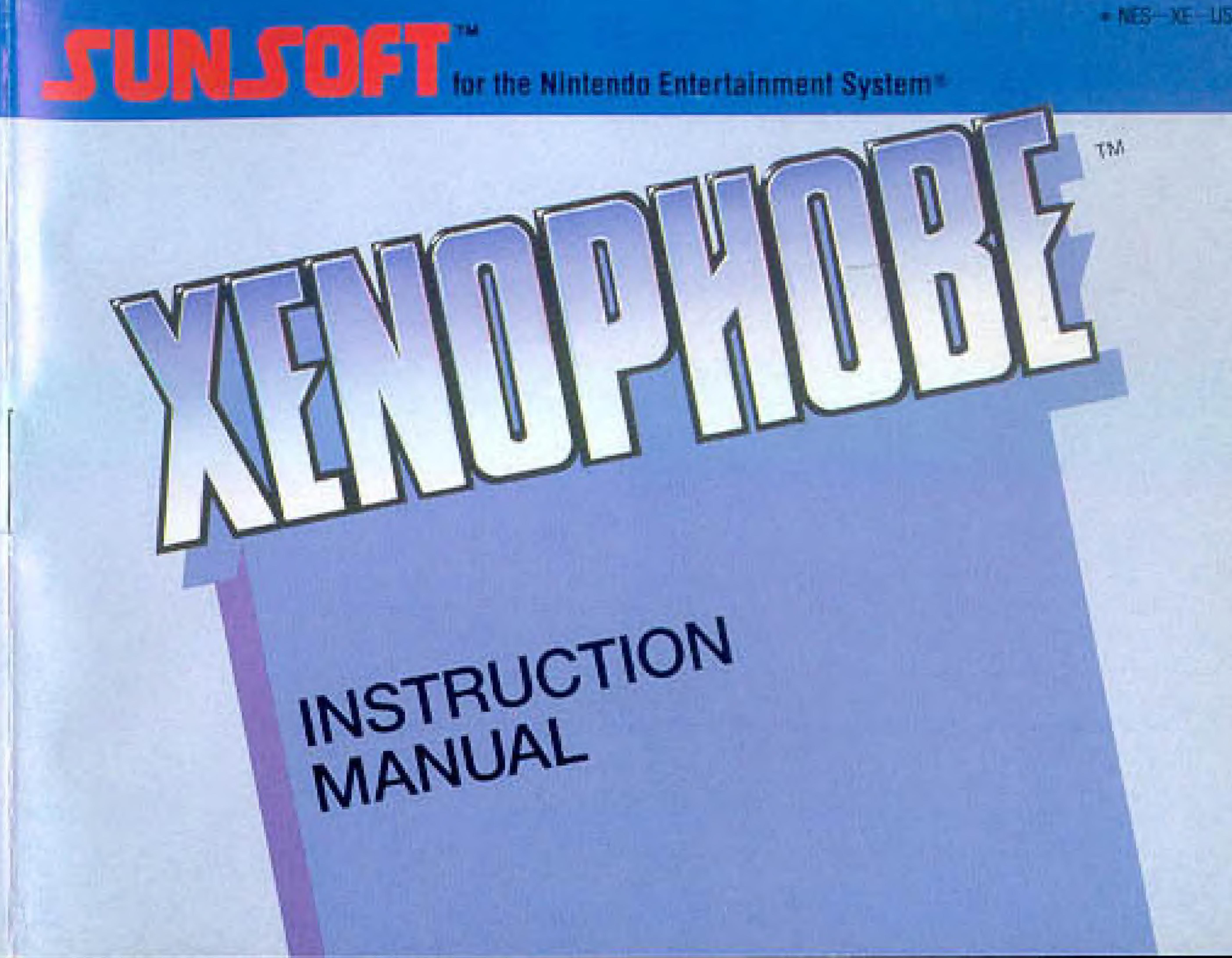
SUNSOFT" A Division of Sun Corporation of America 925 A.E.C. Drive Wood Dale, IL 60191 (812) 350-8800



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Finted in Japan





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SUNSOFT" warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found delective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT* or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the dost of teturning the cartridge) is the full extent of our liability.

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(Nimtendo)

ENTERTAINMENT SYSTEM®

(Zee-no-phobe) n. One who has a deadly fear of Xenophobe anything alien. Xenophobe is a Video science fiction adventure game that can be played by one or two players simultaneously.

CONTENTS

Game Objectives. Precautions Joystick Operation How to Play Scoring

- Thank You...for purchasing the SUNSOFT "Xenophobe" Game Pak.
- Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

GAME OBJECTIVES

1. To exterminate hostile alien life forms (called "Xenos") that are infesting derelict space stations and moon bases.

2. To collect various forms of valuable hardware found at each derelict space station and moonbase.

PRECAUTIONS

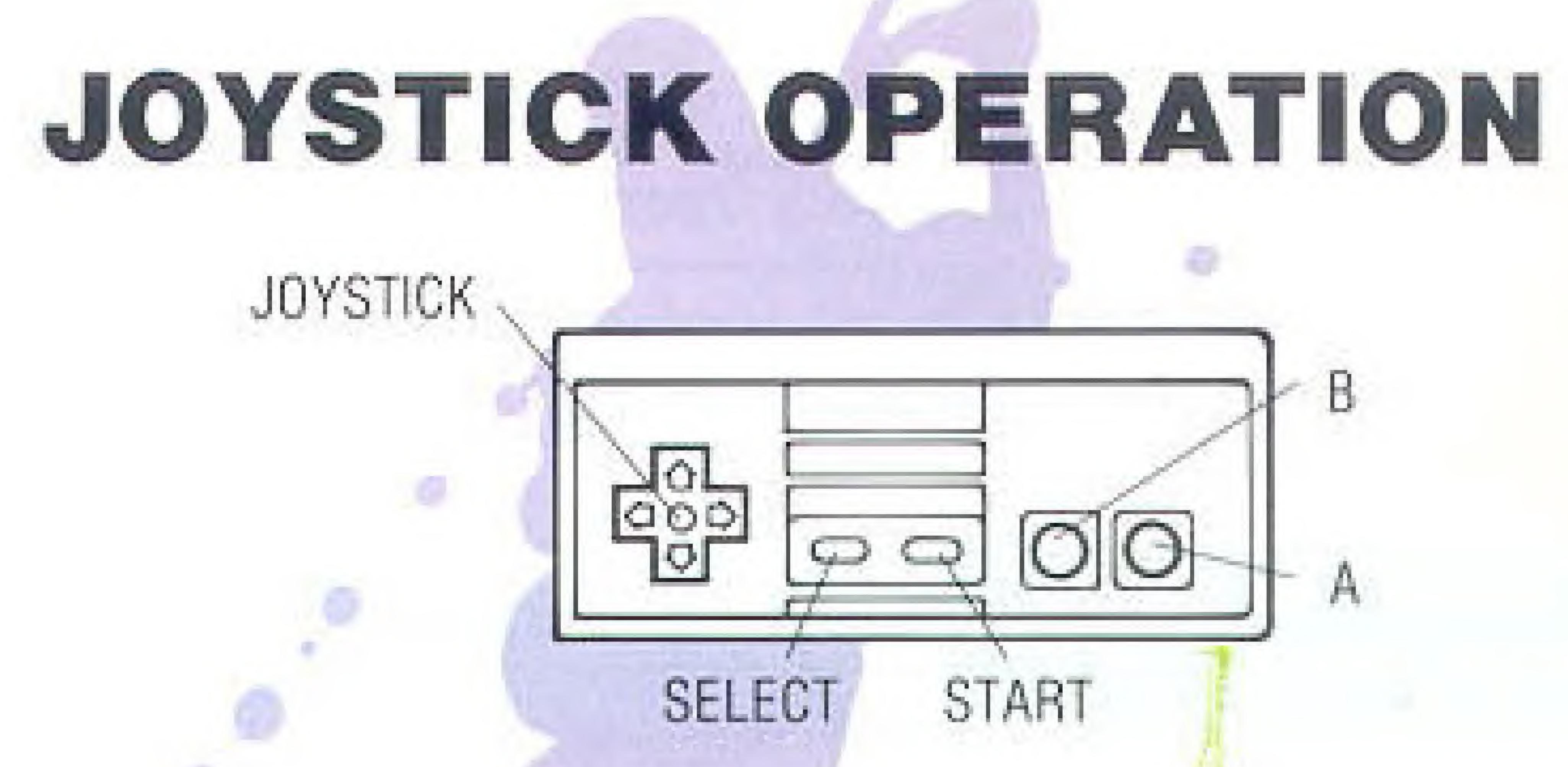
Be sure to turn the power OFF before inserting the game pak or removing it from the unit.

This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.

Avoid touching the connectors. Do not allow them to get wet or dirty. Doing so will damage the unit.







- character. 2 can play at the same time.
- selected. Pauses action during game play.
- B Button to destroy Xenos with weapons.
- press A to sit and crawl.

Select Button — selects 1 or 2 players, selects Exterminator

Start Button — to start game play and to choose Exterminator

• A Button — jump/pick up items and objects. Press down and

Exterminator Action	Button & Joystick
Call Elevator	Press "A" I
Elevator Up/Down	When inside Down on jo
Jump	"A" Button
Stand up	Press "A" I
Sit	Press "A" ·
Throw bomb	Press "A" - with bombs
Take object	Press "A"
Warp (to another room)	When you a
Throw "Critter"	Press "A"

k Operation

- to activate elevator Wall Button,
- de elevator, press "A" then Up or oystick when arrow is shown.
- 1 when standing.
- when seated.
- + Down on joystick.
- + Down when sitting and loaded s.
- when touching object.
- are near wall button, press "A".
- when it grabs on to you.

HOW TO PLAY

Select 1 or 2 players. Choose your exterminator. Use the select button to choose the character you wish. Press start to select the character you have chosen.

Note: When playing a 2-player game, the same character will be cloned for each player, player 1 and player 2 will have different color uniforms.

Via Transfer Disc, the Home Ship will automatically beam you aboard the first derelict space station. As soon as the particles of your character are fully reassembled, you can go about your mission.

Your main objective is to destroy as many Xenos as fast as possible before the space station self destructs. If you clear a sufficient





amount of Xenos in time, the space station will be declared "cleared of Xenos" and a bonus will be awarded. If you fail to clear out the Xenos, then the space station will be declared "overrun by Xenos" and no special bonus will be awarded.

Split screen play: In a 2-player game, each player may independently explore different parts of the various space stations.

Health: Player is awarded 1000 Health units at the beginning of each game. When all Health is gone, the game is over. As you, the player, are injured by attacking Xenos, your Health will decrease. When game is over, you must start a new game. There is no way to continue.

There are two ways to regain Health. One is by picking up special objects, the other is by successfully clearing a space station of Xenos. The award for clearing a space station of Xenos is 200 Health, units.



Space stations: There are 8 space stations in all; each station has 8 rooms per floor.

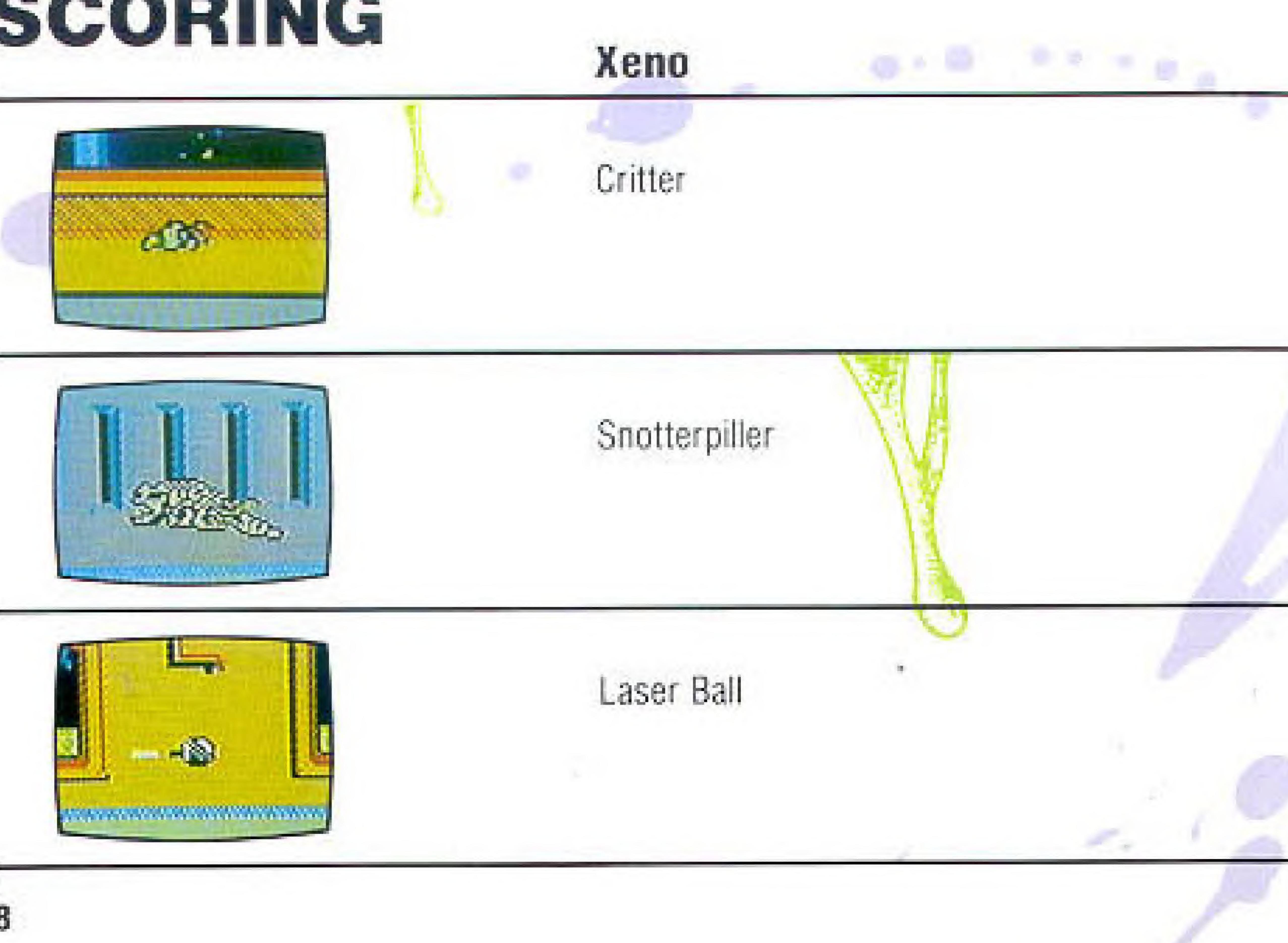
stage

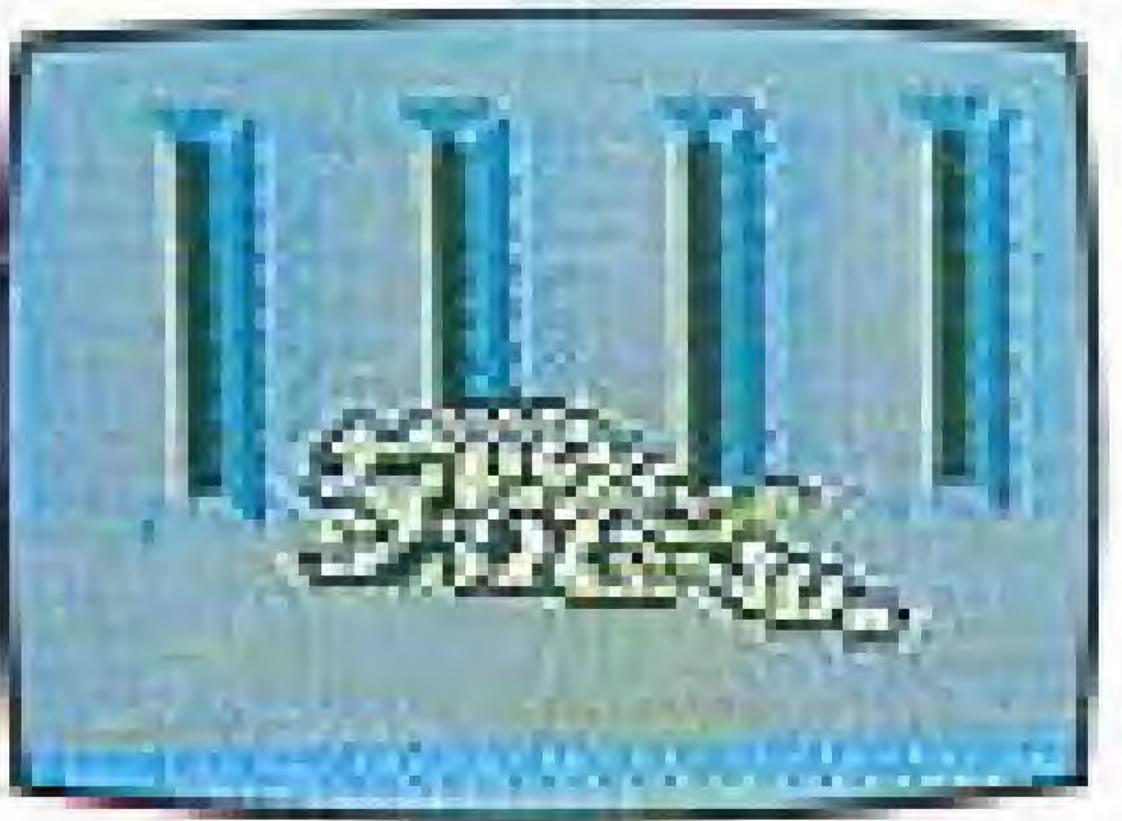
Space Station

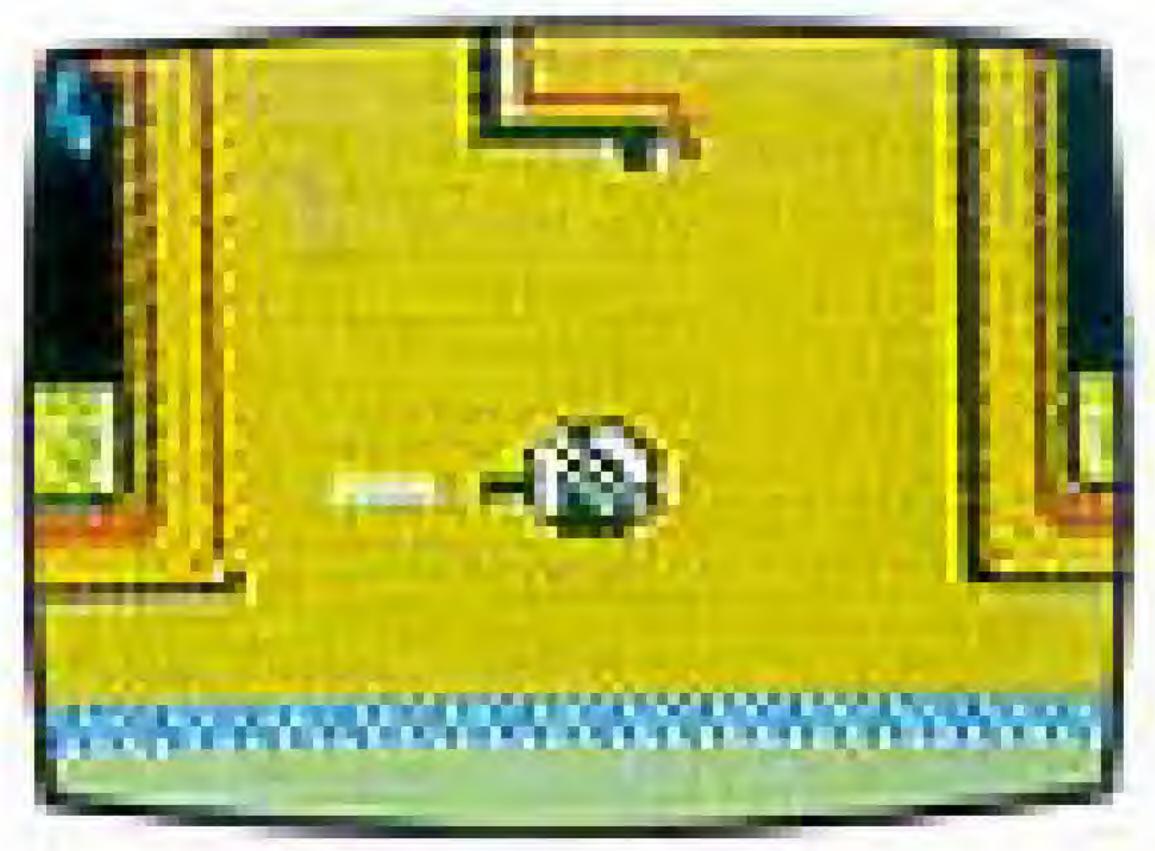
1Mother Ship2Mother Base3Star Base4Moon City5Star Port6Moon Port7Star Ship8Star City

Number of floors







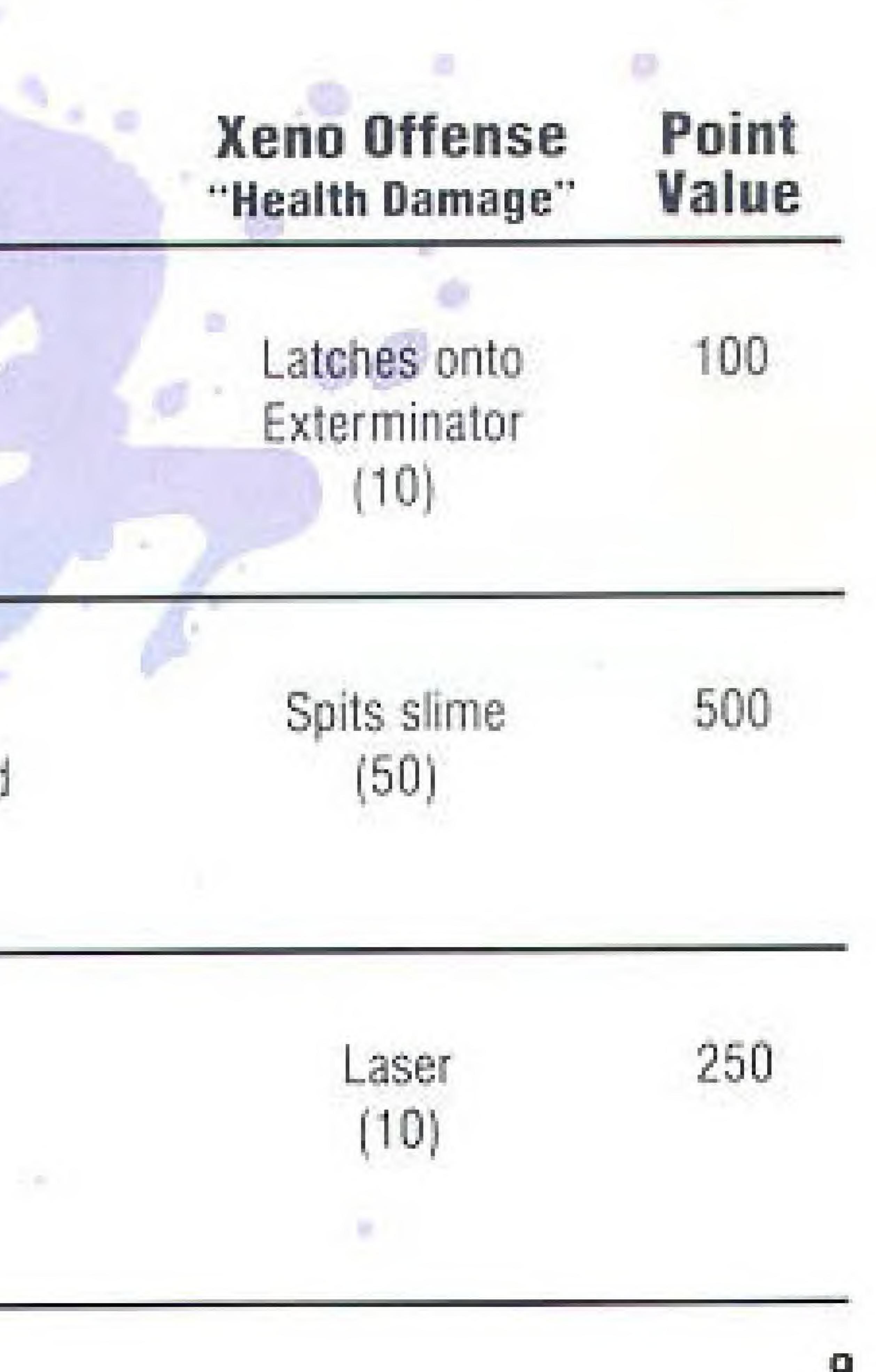


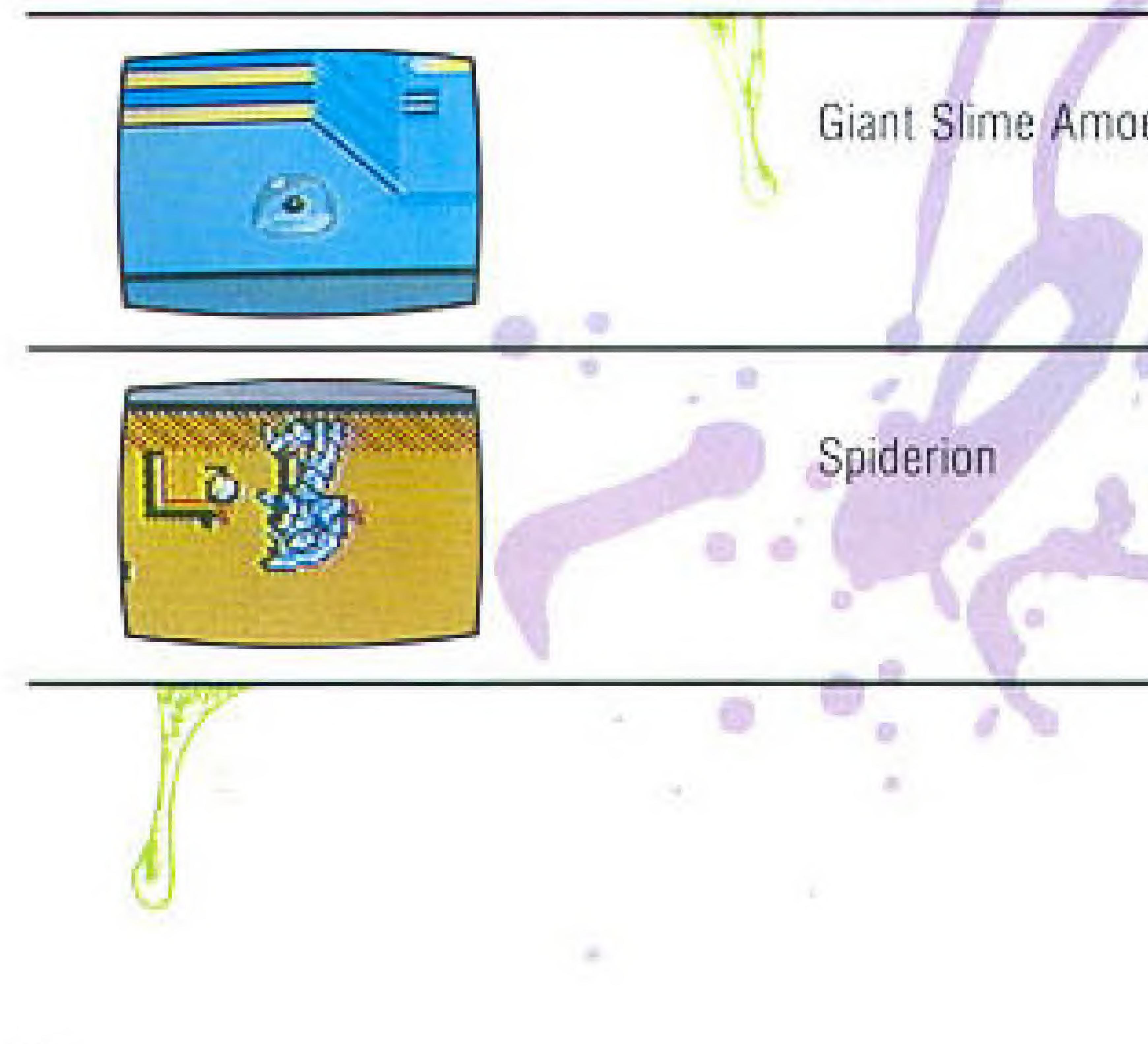
Genetic Description

A cross between a small threelegged squid and a scorpion.

A very large, leaping, heavily armored cross between a lizard and a caterpillar.

Hovering ball droid with built-in laser.







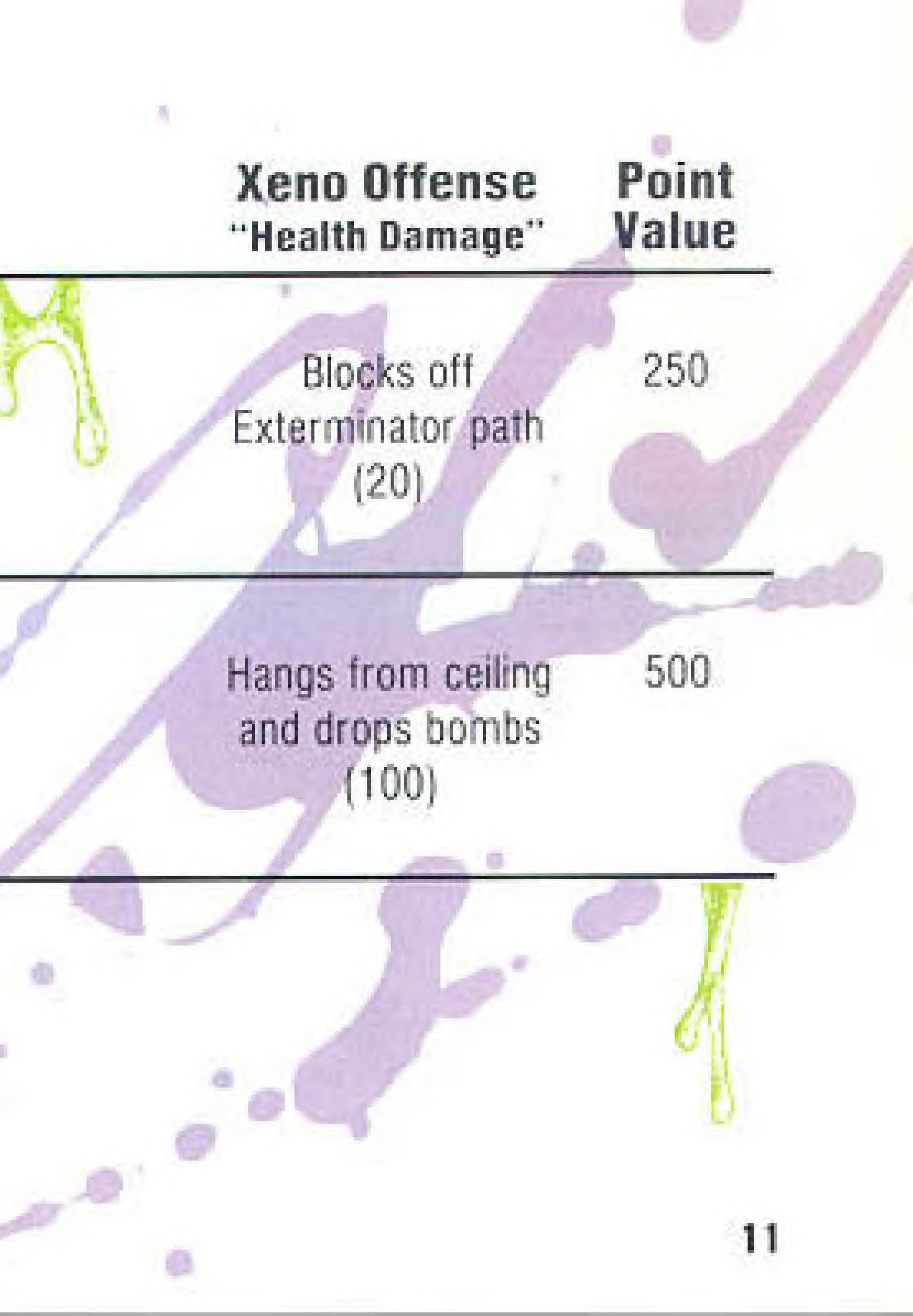
Giant Slime Amoeba



Genetic Description

A mutant amoeba. Escaped from 20th century science class.

Cross between spider and scorpion.



Hazards

High voltage force wall Slime from ceiling

Weapons:

By destroying certain Xenos, you can earr weapons.

Weapon

Phaser Gun Laser Pistol Lightning Gun Smoke Gun Bomb

Type

Single shot Rapid fire Medium range Short range Plastic explosive

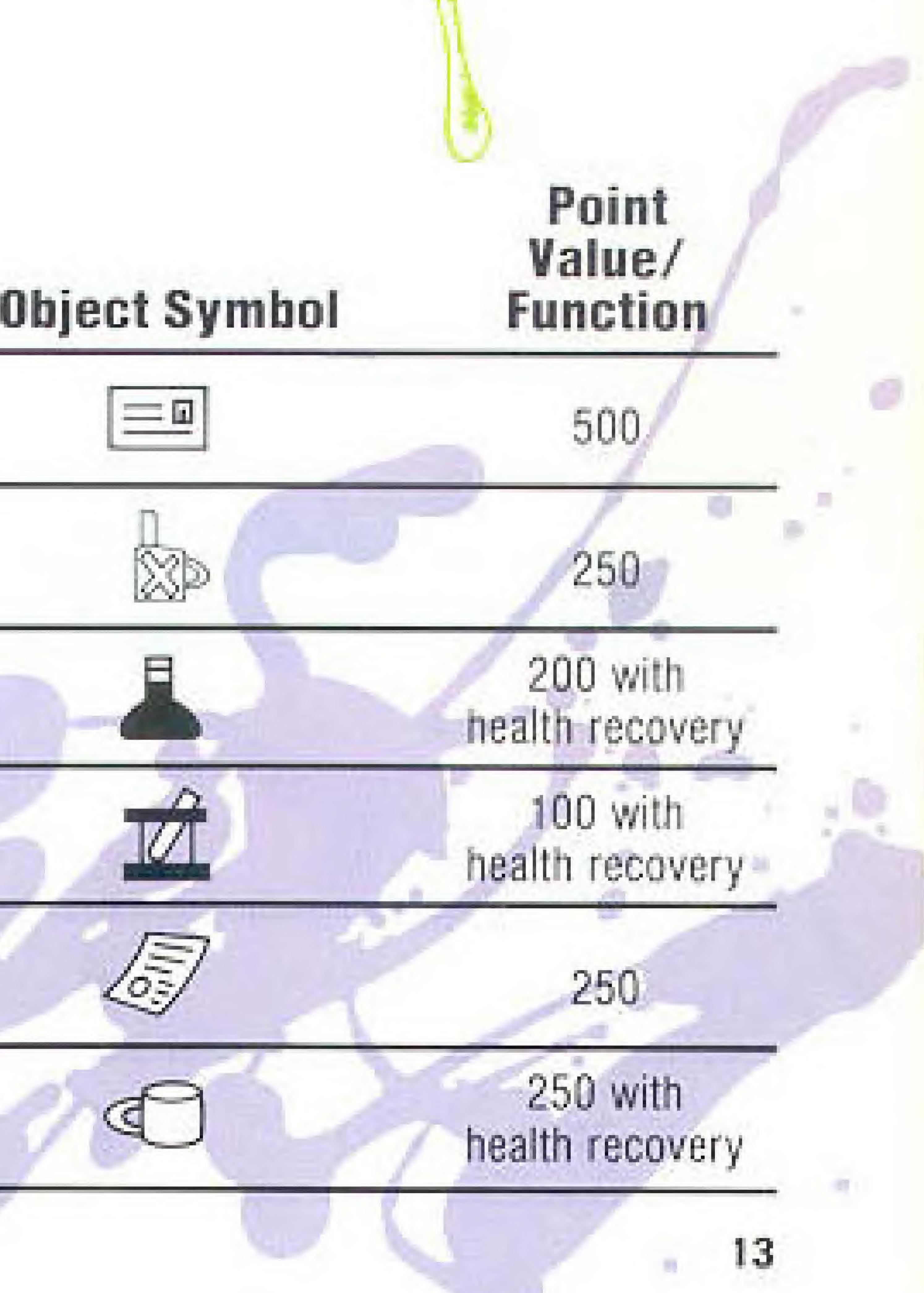
Health Damage to Exterminator

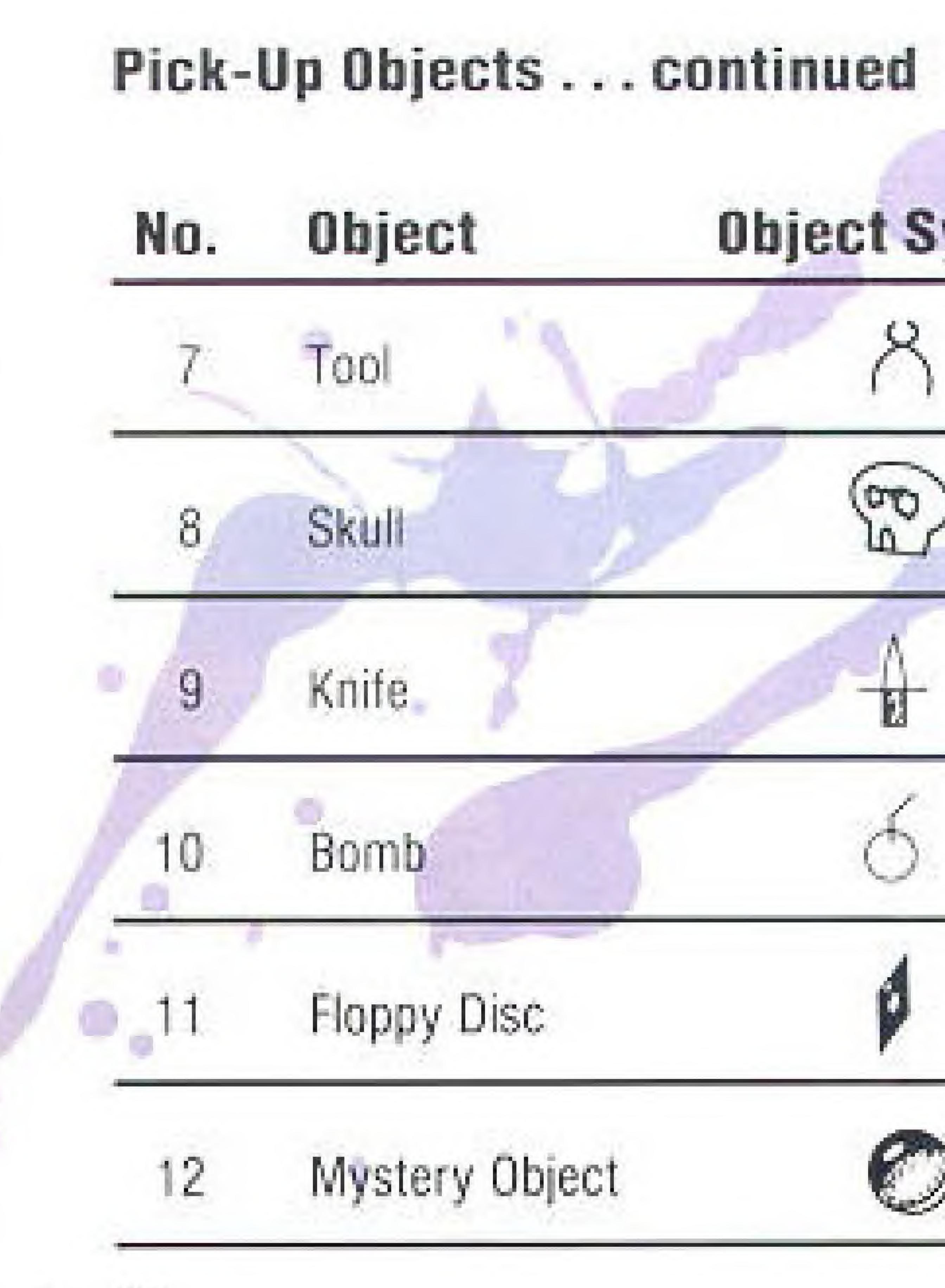
50

50

Irn special, more powerful			
	Point Value	Fire- power 1-5	
	100		
	250	. 2	
	250		
	250	5	
	500	Maximum	

No.	Object
	ID Card
2	Fuel
3	Medicine I
	Medicine II
5	Document
6	Cup





Point Value/ Function	
250	
500	
250	
500	
500	
2	

Loss of Health Points

Action that causes damaged (When Exterminator)

Is hit by a laser beam from Laser Is hit by dripping slimes from the Is hit by the slime spat by Snotter Is hit by a bomb spat by the scor hanging from the ceiling Is latched onto by Critter Touches Laserball **Touches the Giant Slime Amoeba** Touches Snotterpillar Touches the scorpion-like creatur **Touches Electrical Force Wall**



age to Player	Player Health Points Lost
rball	10
e ceiling	50
erpillar	50
rpion-like creature	100
	10
	20
	20
	50
ıre	50
	50



Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402. Stock No. 004-000-00345-4.

Plug the NES into a different outlet so that computer and receiver are on